Social Engineering Attacks Inference Rules

Shoulder Surfing

- attack(shoulder_surfing,r1,A2,a)←ownership(r2,a)∧play(A2,r2)∧play(attacker,r1)∧has_security_awareness(A2,h)∧scene(r2,h)
- attack(shoulder_surfing,r1,A2,a)←ownership(r2,a)∧play(A2,r2)∧play(attacker,r1)∧has_security_awareness(A2,h)∧scene(r2,l)
- attack(shoulder_surfing,r1,A2,a)←ownership(r2,a)∧play(A2,r2)∧play(attacker,r1)∧has_security_awareness(A2,m)∧scene(r2,h)
- attack(shoulder_surfing,r1,A2,a)←ownership(r2,a)∧play(A2,r2)∧play(attacker,r1)∧has_security_awareness(A2,m)∧scene(r2,l)
- attack(shoulder_surfing,r1,A2,a)←ownership(r2,a)∧play(A2,r2)∧play(attacker,r1)∧has_security_awareness(A2,l)∧(scene(r2,h)∨scene(r2,l))

Tailgating

- attack(tailgating,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧mandatory_S_p(r2,Ma,a,Y)∧has_security_awareness(A2,h)∧(scene(r2,h)∨scene(r2,l))
- attack(tailgating,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧mandatory_S_p(r2,Ma,a,Y)∧has_security_awareness(A2,m)∧scene(r2,h)
- attack(tailgating,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧mandatory_S_p(r2,Ma,a,Y)∧has_security_awareness(A2,m)∧scene(r2,l)
- attack(tailgating,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧mandatory_S_p(r2,Ma,a,Y)∧has_security_awareness(A2,l)∧scene(r2,h)
- attack(tailgating,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧mandatory_S_p(r2,Ma,a,Y)∧has_security_awareness(A2,l)∧scene(r2,l)
- attack(tailgating,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧mandatory_disqualification_S_p(r2,Ma,a)∧has_security_awareness(A2,h)∧(scene(r2,h)∨scene(r2,l))
- attack(tailgating,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧mandatory_disqualification_S_p(r2,Ma,a)∧has_security_awareness(A2,m)∧(scene(r2,h)∨scene(r2,l))
- attack(tailgating,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧mandatory_disqualification_S_p(r2,Ma,a)∧has_security_awareness(A2,l)∧(scene(r2,h)∨scene(r2,l))

Dumpster Diving

- attack(dumpster_diving,r1,A2,a)←ownership(r2,a)∧play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧has_security_awareness(A2,h)
- attack(dumpster_diving,r1,A2,a)←ownership(r2,a)∧play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧has_security_awareness(A2,h)
- attack(dumpster_diving,r1,A2,a)←ownership(r2,a)∧play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧has_security_awareness(A2,m)
- attack(dumpster_diving,r1,A2,a)←ownership(r2,a)∧play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧has_security_awareness(A2,m)
- attack(dumpster_diving,r1,A2,a)←ownership(r2,a)∧play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧has_security_awareness(A2,l)

Intimidation

- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_S_n(r1,S,a)∧subordinate(r1,r2)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_p(r2,S,a,Y)∧mandatory_disqualification_S_n(r1,S,a)∧subordinate(r1,r2)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_S_n(r1,S,a,Y)∧subordinate(r1,r2)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_p(r2,S,a,Y)∧mandatory_S_n(r1,S,a,Y)∧subordinate(r1,r2)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_S_n(r1,S,a)∧subordinate(r1,r2)∧has_security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_p(r2,S,a,Y)∧mandatory_disqualification_S_n(r1,S,a)∧subordinate(r1,r2)∧has_security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_S_n(r1,S,a,Y)∧subordinate(r1,r2)∧has_security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_p(r2,S,a,Y)∧mandatory_S_n(r1,S,a,Y)∧subordinate(r1,r2)∧has_security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_S_n(r1,S,a)∧authority(r1,r2)∧has_security_awareness(A2,h)

- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_S_p(r2,S,a,Y)∧mandatory_disqualification_S_n(r1,S,a)∧authority(r1,r2)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_S_n(r1,S,a,Y)∧authority(r1,r2)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧ mandatory_S_p(r2,S,a,Y)∧mandatory_S_n(r1,S,a,Y)∧authority(r1,r2)∧has _security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧ mandatory_S_p(r2,S,a,Y)∧mandatory_S_n(r1,S,a,Y)∧authority(r1,r2)∧has _security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_S_n(r1,S,a)∧authority(r1,r2)∧has_security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_S_p(r2,S,a,Y)∧mandatory_disqualification_S_n(r1,S,a)∧authority(r1,r2)∧has_security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_S_n(r1,S,a,Y)∧authority(r1,r2)∧has_security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧ mandatory_S_p(r2,S,a,Y)∧mandatory_S_n(r1,S,a,Y)∧authority(r1,r2)∧has _security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧ mandatory_S_p(r2,S,a,Y)∧mandatory_S_n(r1,S,a,Y)∧authority(r1,r2)∧has _security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧(mandatory_disqualification_S_p(r2,S,a)∨mandatory_S_p(r2,S,a,Y))∧(mandatory_S_n(r1,S,a,Y)∨mandatory_disqualification_S_n(r1,S,a))∧(subordinate(r1,r2)∨authority(r1,r2))∧has_security_awareness(A2,l)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨ scene(r2,h))∧uncertain_constraint(r1,a)∧mandatory_disqualification_S_p(r2,S,a)∧has_security_awareness(A2,h)∧subordinate(r1,r2)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧has_security_awareness(A2,h)∧subordinate(r1,r2)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧ uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧has_security_awareness(A2,h)∧subordinate(r1,r2)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨ scene(r2,h))∧uncertain_constraint(r1,a)∧mandatory_disqualification_S_p(r2,S,a)∧has_security_awareness(A2,m)∧subordinate(r1,r2)

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- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain_constraint(r1,a)∧(mandatory_S_p(r2,S,a,Y)∨mandatory_disqualification_S_p(r2,S,a))∧has_security_awareness(A2,h)∧authority(r1,r2)
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- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧trust(A2,r1)∧subordinate(r1,r2)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧trust(A2,r1)∧subordinate(r1,r2)∧has_security_awareness(A2,h)
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- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧trust(A2,r1)∧subordinate(r1,r2)∧has_security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧trust(A2,r1)∧subordinate(r1,r2)∧has_security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧trust(A2,r1)∧subordinate(r1,r2)∧has_security_awareness(A2,m)
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- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧(mandatory_S_p(r1,S,a,Y)∨mandatory_disqualification_S_n(r1,S,a))∧(mandatory_S_p(r2,S,a,Y)∨mandatory_disqualification_S_p(r2,S,a))∧trust(A2,r1)∧subordinate(r1,r2)∧has_security_awareness(A2,l)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧trust(A2,r1)∧authority(r1,r2)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧trust(A2,r1)∧authority(r1,r2)∧has_security_awareness(A2,h)
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- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧mandatory_S_n(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧trust(A2,r1)∧authority(r1,r2)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧trust(A2,r1)∧authority(r1,r2)∧has_security_awareness(A2,m)

- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧trust(A2,r1)∧authority(r1,r2)∧has_security_awareness(A2,m)
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- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧trust(A2,r1)∧authority(r1,r2)∧has_security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧trust(A2,r1)∧authority(r1,r2)∧has_security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧mandatory_S_n(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧trust(A2,r1)∧authority(r1,r2)∧has_security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧(mandatory_S_n(r1,S,a,Y)∨mandatory_disqualification_S_n(r1,S,a))∧(mandatory_S_p(r2,S,a,Y)∨mandatory_disqualification_S_p(r2,S,a))∧trust(A2,r1)∧authority(r1,r2)∧has_security_awareness(A2,l)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain_constraint(r1,a)∧mandatory_disqualification_S_p(r2,S,a)∧subordinate(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain_constraint(r1,a)∧(mandatory_disqualification_S_p(r2,S,a)∨mandatory_S_p(r2,S,a,Y))∧subordinate(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧subordinate(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain_constraint(r1,a)∧mandatory_disqualification_S_p(r2,S,a)∧subordinate(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain_constraint(r1,a)∧(mandatory_disqualification_S_p(r2,S,a)∨mandatory_S_p(r2,S,a,Y))∧subordinate(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧subordinate(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧(mandatory_disqualification_S_

p(r2,S,a)∨mandatory_S_p(r2,S,a,Y))∧subordinate(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,l)

- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_disqualification_S_p(r2,S,a)∧authority(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧authority(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧authority(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧(mandatory_disqualification_S_p(r2,S,a)∨mandatory_S_p(r2,S,a,Y))∧authority(r1,r2)∧trust(A2,r1)∧(has_security_awareness(A2,m)∨has_security_awareness(A2,l))
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_n(r1,S,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧subordinate(r1,r2)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_S_n(r1,S,a,Y)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧subordinate(r1,r2)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_S_n(r1,S,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧subordinate(r1,r2)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_n(r1,S,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧subordinate(r1,r2)∧has_security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_S_n(r1,S,a,Y)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧subordinate(r1,r2)∧has_security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_S_n(r1,S,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧subordinate(r1,r2)∧has_security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧(mandatory_S_n(r1,S,a,Y)∨mandatory_disqualification_S_n(r1,S,a))∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧subordinate(r1,r2)∧has_security_awareness(A2,l)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧(mandatory_disqualification_S_n(r1,S,a)∨mandatory_S_n(r1,S,a,Y)∧uncert

ain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧authorit
y(r1,r2)∧has_security_awareness(A2,h)

- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧
  (mandatory_disqualification_S_n(r1,S,a)∨mandatory_S_n(r1,S,a,Y))∧unce
  rtain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧author
  ity(r1,r2)∧has_security_awareness(A2,h)

- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧(
  mandatory_disqualification_S_n(r1,S,a)∨mandatory_S_n(r1,S,a,Y)∧uncert
  ain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧authorit
  y(r1,r2)∧has_security_awareness(A2,m)

- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧
  (mandatory_disqualification_S_n(r1,S,a)∨mandatory_S_n(r1,S,a,Y))∧unce
  rtain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧author
  ity(r1,r2)∧has_security_awareness(A2,m)

- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)
  ∨scene(r2,l))∧(mandatory_disqualification_S_n(r1,S,a)∨mandatory_S_n(r
  1,S,a,Y))∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(
  r2,C,t)∧authority(r1,r2)∧has_security_awareness(A2,l)

- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨
  scene(r2,h))∧uncertain_constraint(r1,a)∧uncertain_constraint(r2,a)∧gene
  rate(t,a)∧Non_mandatory_C_p(r2,C,t)∧subordinate(r1,r2)∧has_security_a
  wareness(A2,h)

- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨
  scene(r2,h))∧uncertain_constraint(r1,a)∧uncertain_constraint(r2,a)∧gene
  rate(t,a)∧Non_mandatory_C_p(r2,C,t)∧subordinate(r1,r2)∧has_security_a
  wareness(A2,m)

- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨
  scene(r2,h))∧uncertain_constraint(r1,a)∧uncertain_constraint(r2,a)∧gene
  rate(t,a)∧Non_mandatory_C_p(r2,C,t)∧subordinate(r1,r2)∧has_security_a
  wareness(A2,l)

- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧u
  ncertain_constraint(r1,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_
  mandatory_C_p(r2,C,t)∧authority(r1,r2)∧has_security_awareness(A2,h)

- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧
  uncertain_constraint(r1,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧No
  n_mandatory_C_p(r2,C,t)∧authority(r1,r2)∧has_security_awareness(A2,h)

- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧u
  ncertain_constraint(r1,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_
  mandatory_C_p(r2,C,t)∧authority(r1,r2)∧has_security_awareness(A2,m)

- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧
  uncertain_constraint(r1,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧No
  n_mandatory_C_p(r2,C,t)∧authority(r1,r2)∧has_security_awareness(A2,m
)

- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧uncertain_constraint(r1,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧authority(r1,r2)∧has_security_awareness(A2,l)
-
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧(mandatory_disqualification_S_n(r1,S,a)∨mandatory_S_n(r1,S,a,Y))∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧subordinate(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧(mandatory_disqualification_S_n(r1,S,a)∨mandatory_S_n(r1,S,a,Y))∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧subordinate(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧(mandatory_disqualification_S_n(r1,S,a)∨mandatory_S_n(r1,S,a,Y))∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧subordinate(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧(mandatory_disqualification_S_n(r1,S,a)∨mandatory_S_n(r1,S,a,Y))∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧subordinate(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧(mandatory_disqualification_S_n(r1,S,a)∨mandatory_S_n(r1,S,a,Y))∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧subordinate(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,l)
-
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_n(r1,S,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧authority(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_S_n(r1,S,a,Y)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧authority(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧(mandatory_disqualification_S_n(r1,S,a)∨mandatory_S_n(r1,S,a,Y))∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧authority(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_n(r1,S,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧authority(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_S_n(r1,S,a,Y)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_

mandatory_C_p(r2,C,t)∧authority(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,m)

- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧(mandatory_disqualification_S_n(r1,S,a)∨mandatory_S_n(r1,S,a,Y))∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧authority(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,m)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧(mandatory_disqualification_S_n(r1,S,a)∨mandatory_S_n(r1,S,a,Y))∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧authority(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,l)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧uncertain_constraint(r1,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧subordinate(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧uncertain_constraint(r1,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧subordinate(r1,r2)∧trust(A2,r1)∧(has_security_awareness(A2,m)∨has_security_awareness(A2,l))
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain_constraint(r1,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧authority(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain_constraint(r1,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧authority(r1,r2)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧uncertain_constraint(r1,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧authority(r1,r2)∧trust(A2,r1)∧(has_security_awareness(A2,m)∨has_security_awareness(A2,l))

Incentive

- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧(mandatory_S_n(r1,S,a,Y)∨mandatory_disqualifcation_S_n(r1,S,a))∧(mandatory_S_p(r2,S,a,Y)∨mandatory_disqualifcation_S_n(r2,S,a))∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_S_n(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2,S,a)∧has_security_awareness(A2,h)

- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualifcation_S_p(r2,S,a)∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualifcation_S_n(r1,S,a)∧mandatory_disqualifcation_S_p(r2,S,a)∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧(mandatory_S_n(r1,S,a,Y)∨mandatory_disqualifcation_S_n(r1,S,a))∧(mandatory_S_p(r2,S,a,Y)∨mandatory_disqualifcation_S_n(r2,S,a))∧has_security_awareness(A2,m)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_S_n(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧has_security_awareness(A2,m)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2,S,a)∧has_security_awareness(A2,m)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧has_security_awareness(A2,m)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧has_security_awareness(A2,m)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧(mandatory_S_n(r1,S,a,Y)∨mandatory_disqualification_S_n(r1,S,a))∧(mandatory_S_p(r2,S,a,Y)∨mandatory_disqualification_S_n(r2,S,a))∧has_security_awareness(A2,l)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain_constraint(r1,a)∧mandatory_disqualification_S_p(r2,S,a)∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain_constraint(r1,a)∧(mandatory_S_p(r2,S,a,Y)∨mandatory_disqualification_S_p(r2,S,a))∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧has_security_awareness(A2,m)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain_constraint(r1,a)∧mandatory_disqualification_S_p(r2,S,a)∧has_security_awareness(A2,m)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain_constraint(r1,a)∧(mandatory_S_p(r2,S,a,Y)∨mandatory_disqualification_S_p(r2,S,a))∧has_security_awareness(A2,m)

- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧uncertain_constraint(r1,a)∧(mandatory_S_p(r2,S,a,Y)∨mandatory_disqualification_S_p(r2,S,a))∧has_security_awareness(A2,l)

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- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧trust(A2,r1)∧has_security_awareness(A2,m)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧trust(A2,r1)∧has_security_awareness(A2,m)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧trust(A2,r1)∧has_security_awareness(A2,m)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧trust(A2,r1)∧has_security_awareness(A2,m)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧trust(A2,r1)∧has_security_awareness(A2,m)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧trust(A2,r1)∧has_security_awareness(A2,m)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧(mandatory_S_n(r1,S,a,Y)∨mandatory_disqualification_S_n(r1,S,a))∧(mandatory_S_p(r2,S,a,Y)∨mandatory_disqualification_S_p(r2,S,a))∧trust(A2,r1)∧has_security_awareness(A2,l)

- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_disqualification_S_p(r2,S,a)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain_constraint(r1,a)∧mandatory_disqualification_S_p(r2,S,a)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧trust(A2,r1)∧has_security_awareness(A2,m)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_disqualification_S_p(r2,S,a)∧trust(A2,r1)∧has_security_awareness(A2,m)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain_constraint(r1,a)∧mandatory_disqualification_S_p(r2,S,a)∧trust(A2,r1)∧has_security_awareness(A2,m)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧(mandatory_S_p(r2,S,a,Y)∨mandatory_disqualification_S_p(r2,S,a))∧trust(A2,r1)∧has_security_awareness(A2,l)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_disqualification_S_n(r1,S,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_n(r1,S,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧has_security_awareness(A2,m)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_disqualification_S_n(r1,S,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧has_security_awareness(A2,m)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_n(r1,S,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧has_security_awareness(A2,m)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧(mandatory_S_n(r1,S,a,Y)∨mandatory_disqualification_S_n(r1,S,a))∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧has_security_awareness(A2,l)

- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧(has_security_awareness(A2,m)∨has_security_awareness(A2,l))
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_disqualification_S_n(r1,S,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_n(r1,S,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧trust(A2,r1)∧has_security_awareness(A2,m)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_disqualification_S_n(r1,S,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧trust(A2,r1)∧has_security_awareness(A2,m)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_n(r1,S,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧trust(A2,r1)∧has_security_awareness(A2,m)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧∨(mandatory_S_n(r1,S,a,Y)∨mandatory_disqualification_S_n(r1,S,a))∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧trust(A2,r1)∧has_security_awareness(A2,l)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧trust(A2,r1)∧has_security_awareness(A2,h)
- attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧uncertain_constraint(r2,a)∧generate(t,a)∧Non_mandatory_C_p(r2,C,t)∧trust(A2,r1)∧(has_security_awareness(A2,m)∨has_security_awareness(A2,l))

Impersonation

- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2, h)∨scene(r2,l))∧mandatory_S_p(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r1,M,t,Y)∧need(t,a)∧has_security_awareness(A2,h)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2, h)∨scene(r2,l))∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r1,M,t,Y)∧need(t,a)∧has_security_awareness(A2,h)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2, h)∨scene(r2,l))∧mandatory_S_p(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_M_p(r1,M,t,Y)∧need(t,a)∧has_security_awareness(A2,h)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2, h)∨scene(r2,l))∧mandatory_S_p(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧mandatory_disqualification_M_p(r1,M,t)∧need(t,a)∧has_security_awareness(A2,h)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_M_p(r1,M,t,Y)∧need(t,a)∧has_security_awareness(A2,h)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_M_p(r1,M,t,Y)∧need(t,a)∧has_security_awareness(A2,h)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_disqualification_M_p(r1,M,t)∧need(t,a)∧has_security_awareness(A2,h)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_disqualification_M_p(r1,M,t)∧need(t,a)∧has_security_awareness(A2,h)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_S_p(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r1,M,t)∧need(t,a)∧has_security_awareness(A2,h)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_S_p(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r1,M,t)∧need(t,a)∧has_security_awareness(A2,h)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_disqualification_S_

p(r2,S,a)∧mandatory_disqualification_M_p(r1,M,t)∧need(t,a)∧has_securit
y_awareness(A2,h)

- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)
  ∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_disqualification_S_p
  (r2,S,a)∧mandatory_disqualification_M_p(r1,M,t)∧need(t,a)∧has_security
  _awareness(A2,h)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,
  h)∨scene(r2,l))∧mandatory_S_p(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧man
  datory_M_p(r1,M,t,Y)∧need(t,a)∧has_security_awareness(A2,m)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,
  h)∨scene(r2,l))∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_S_p(
  r2,S,a,Y)∧mandatory_M_p(r1,M,t,Y)∧need(t,a)∧has_security_awareness(
  A2,m)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,
  h)∨scene(r2,l))∧mandatory_S_p(r1,S,a,Y)∧mandatory_disqualification_S_
  p(r2,S,a)∧mandatory_M_p(r1,M,t,Y)∧need(t,a)∧has_security_awareness(
  A2,m)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,
  h)∨scene(r2,l))∧mandatory_S_p(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧man
  datory_disqualification_M_p(r1,M,t)∧need(t,a)∧has_security_awareness(A
  2,m)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h
)∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_disqualification_S_
  p(r2,S,a)∧mandatory_M_p(r1,M,t,Y)∧need(t,a)∧has_security_awareness(
  A2,m)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)
  ∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_disqualification_S_p
  (r2,S,a)∧mandatory_M_p(r1,M,t,Y)∧need(t,a)∧has_security_awareness(A
  2,m)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h
)∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧man
  datory_disqualification_M_p(r1,M,t)∧need(t,a)∧has_security_awareness(A
  2,m)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)
  ∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧mand
  atory_disqualification_M_p(r1,M,t)∧need(t,a)∧has_security_awareness(A2
  ,m)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h
)∧mandatory_S_p(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧man
  datory_disqualification_M_p(r1,M,t)∧need(t,a)∧has_security_awareness(A
  2,m)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)
  ∧mandatory_S_p(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mand

atory_disqualification_M_p(r1,M,t)∧need(t,a)∧has_security_awareness(A2,m)

- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r1,M,t)∧need(t,a)∧has_security_awareness(A2,m)

- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r1,M,t)∧need(t,a)∧has_security_awareness(A2,m)

- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧(mandatory_S_p(r1,S,a,Y)∨mandatory_disqualification_S_p(r1,S,a))∧(mandatory_S_p(r2,S,a,Y)∨mandatory_disqualification_S_p(r2,S,a))∧(mandatory_M_p(r1,M,t,Y)∨mandatory_disqualification_M_p(r1,M,t))∧need(t,a)∧has_security_awareness(A2,l)

- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_p(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r1,M,t,Y)∧need(t,a)∧has_security_awareness(A2,h)∧trust(A2,r1)

- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r1,M,t,Y)∧need(t,a)∧has_security_awareness(A2,h)∧trust(A2,r1)

- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_p(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_M_p(r1,M,t,Y)∧need(t,a)∧has_security_awareness(A2,h)∧trust(A2,r1)

- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_p(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧mandatory_disqualification_M_p(r1,M,t)∧need(t,a)∧has_security_awareness(A2,h)∧trust(A2,r1)

- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a,Y)∧mandatory_M_p(r1,M,t)∧need(t,a)∧has_security_awareness(A2,h)∧trust(A2,r1)

- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_disqualification_M_p(r1,M,t)∧need(t,a)∧has_security_awareness(A2,h)∧trust(A2,r1)

- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_p(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r1,M,t)∧need(t,a)∧has_security_awareness(A2,h)∧trust(A2,r1)

- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r1,M,t)∧need(t,a)∧has_security_awareness(A2,h)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_p(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r1,M,t,Y)∧need(t,a)∧has_security_awareness(A2,m)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r1,M,t,Y)∧need(t,a)∧has_security_awareness(A2,m)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_p(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_M_p(r1,M,t,Y)∧need(t,a)∧has_security_awareness(A2,m)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_p(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧mandatory_disqualification_M_p(r1,M,t)∧need(t,a)∧has_security_awareness(A2,m)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a,Y)∧mandatory_M_p(r1,M,t)∧need(t,a)∧has_security_awareness(A2,m)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_disqualification_M_p(r1,M,t)∧need(t,a)∧has_security_awareness(A2,m)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_p(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r1,M,t)∧need(t,a)∧has_security_awareness(A2,m)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r1,M,t)∧need(t,a)∧has_security_awareness(A2,m)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧(mandatory_S_p(r1,S,a,Y)∨mandatory_disqualification_S_p(r1,S,a))∧(mandatory_S_p(r2,S,a,Y)∨mandatory_disqualification_S_p(r2,S,a))∧(mandatory_M_p(r1,M,t,Y)∨mandatory_disqualification_M_p(r1,M,t))∧need(t,a)∧has_security_awareness(A2,l)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧(mandatory_S_p(r1,S,a,Y)∨mandatory_disqualification_S_p(r1,S,a))∧(m

andatory_S_p(r2,S,a,Y)∨mandatory_disqualification_S_p(r2,S,a))∧has_sec
urity_awareness(A2,h)

- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)
  ∧mandatory_S_p(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧has_security_aware
  ness(A2,h)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)
  ∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧has_s
  ecurity_awareness(A2,h)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)
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  ecurity_awareness(A2,h)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)
  ∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_disqualification_S_p
  (r2,S,a)∧has_security_awareness(A2,h)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h
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  andatory_S_p(r2,S,a,Y)∨mandatory_disqualification_S_p(r2,S,a))∧has_sec
  urity_awareness(A2,m)
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  ness(A2,m)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)
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  ecurity_awareness(A2,m)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)
  ∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_disqualification_S_p
  (r2,S,a)∧has_security_awareness(A2,m)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l
)∨scene(r2,h))∧(mandatory_S_p(r1,S,a,Y)∨mandatory_disqualification_S_
  p(r1,S,a))∧(mandatory_S_p(r2,S,a,Y)∨mandatory_disqualification_S_p(r2,
  S,a))∧has_security_awareness(A2,l)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l
)∨scene(r2,h))∧mandatory_S_p(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧has_s
  ecurity_awareness(A2,h)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h
)∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧has_
  security_awareness(A2,h)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)
  ∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧has_s
  ecurity_awareness(A2,h)∧trust(A2,r1)

- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_S_p(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧has_security_awareness(A2,h)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_S_p(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧has_security_awareness(A2,h)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧has_security_awareness(A2,h)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧mandatory_S_p(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧has_security_awareness(A2,m)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧has_security_awareness(A2,m)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧has_security_awareness(A2,m)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_S_p(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧has_security_awareness(A2,m)∧trust(A2,r1)
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- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧has_security_awareness(A2,m)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧(mandatory_S_p(r1,S,a,Y)∨mandatory_disqualification_S_p(r1,S,a))∧(mandatory_S_p(r2,S,a,Y)∨mandatory_disqualification_S_p(r2,S,a))∧has_security_awareness(A2,l)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧depend(r1,a,r2)∧mandatory_S_p(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧has_security_awareness(A2,h)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧depend(r1,a,r2)∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧has_security_awareness(A2,h)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧depend(r1,a,r2)∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧has_security_awareness(A2,h)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧depend(r1,a,r2)∧mandatory_S_p(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧has_security_awareness(A2,h)

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- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧depend(r1,a,r2)∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧has_security_awareness(A2,h)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧depend(r1,a,r2)∧mandatory_S_p(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧has_security_awareness(A2,m)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧depend(r1,a,r2)∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧has_security_awareness(A2,m)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧depend(r1,a,r2)∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧has_security_awareness(A2,m)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧depend(r1,a,r2)∧mandatory_S_p(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧has_security_awareness(A2,m)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧depend(r1,a,r2)∧mandatory_S_p(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧has_security_awareness(A2,m)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧depend(r1,a,r2)∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧has_security_awareness(A2,m)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧depend(r1,a,r2)∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧has_security_awareness(A2,m)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧depend(r1,a,r2)∧(mandatory_S_p(r1,S,a,Y)∨mandatory_disqualification_S_p(r1,S,a))∧(mandatory_S_p(r2,S,a,Y)∨mandatory_disqualification_S_p(r2,S,a))∧has_security_awareness(A2,l)
-
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧depend(r1,a,r2)∧mandatory_S_p(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧has_security_awareness(A2,h)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧depend(r1,a,r2)∧mandatory_disqualification_S_p(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧has_security_awareness(A2,h)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧depend(r1,a,r2)∧mandatory_S_p(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧has_security_awareness(A2,h)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∨scene(r2,l))∧depend(r1,a,r2)∧mandatory_disqualification

_S_p(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧has_security_aware ness(A2,h))∧trust(A2,r1)

- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2, h)∨scene(r2,l))∧depend(r1,a,r2)∧mandatory_S_p(r1,S,a,Y)∧mandatory_S_ p(r2,S,a,Y)∧has_security_awareness(A2,h)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2, h)∨scene(r2,l))∧depend(r1,a,r2)∧mandatory_disqualification_S_p(r1,S,a) ∧mandatory_S_p(r2,S,a,Y)∧has_security_awareness(A2,h)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2, h)∨scene(r2,l))∧depend(r1,a,r2)∧mandatory_S_p(r1,S,a,Y)∧mandatory_di squalification_S_p(r2,S,a)∧has_security_awareness(A2,h)∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2, h)∨scene(r2,l))∨scene(r2,l))∧depend(r1,a,r2)∧mandatory_disqualification _S_p(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧has_security_aware ness(A2,h))∧trust(A2,r1)
- attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2, h)∨scene(r2,l))∧depend(r1,a,r2)∧(mandatory_S_p(r1,S,a,Y)∨mandatory_d isqualification_S_p(r1,S,a))∧(mandatory_S_p(r2,S,a,Y)∨mandatory_disqua lification_S_p(r2,S,a))∧has_security_awareness(A2,l))∧trust(A2,r1)

Responsibility

- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧manda tory_M_p(r2,M,t,Y)∧subordinate(r1,r2)∧generate(t,a)∧has_security_awar eness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2, S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧subordinate(r1,r2)∧generate(t,a)∧has_ security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_M_p(r2,M,t,Y)∧subordinate(r1,r2)∧generate(t,a)∧has _security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧manda tory_disqualification_M_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has_ security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h) ∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqualification_S_p (r2,S,a)∧mandatory_M_p(r2,M,t,Y)∧subordinate(r1,r2)∧generate(t,a)∧ha s_security_awareness(A2,h)

- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_M_p(r2,M,t,Y)∧subordinate(r1,r2)∧generate(t,a)∧has_security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_disqualification_M_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has_security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_disqualification_M_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has_security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has_security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has_security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has_security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧subordinate(r1,r2)∧generate(t,a)∧has_security_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧subordinate(r1,r2)∧generate(t,a)∧has_security_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_M_p(r2,M,t,Y)∧subordinate(r1,r2)∧generate(t,a)∧has_security_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧mandatory_disqualification_M_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has_security_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_M_p(r2,M,t,Y)∧subordinate(r1,r2)∧generate(t,a)∧has_security_awareness(A2,m)

- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_M_p(r2,M,t,Y)∧subordinate(r1,r2)∧generate(t,a)∧has_security_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_disqualification_M_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has_security_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_disqualification_M_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has_security_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has_security_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has_security_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has_security_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has_security_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧(mandatory_S_n(r1,S,a,Y)∨mandatory_disqualification_S_n(r1,S,a))∧(mandatory_S_p(r2,S,a,Y)∨mandatory_disqualification_S_p(r2,S,a))∧(mandatory_M_p(r2,M,t,Y)∨mandatory_disqualification_M_p(r2,M,t))∧subordinate(r1,r2)∧generate(t,a)∧has_security_awareness(A2,l)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧generate(t,a)∧authority(r1,r2)∧has_security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧generate(t,a)∧authority(r1,r2)∧has_security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(

r2,S,a)∧mandatory_M_p(r2,M,t,Y)∧generate(t,a)∧authority(r1,r2)∧has_se curity_awareness(A2,h)

- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧manda tory_disqualification_M_p(r2,M,t)∧generate(t,a)∧authority(r1,r2)∧has_se curity_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqua lification_S_p(r2,S,a)∧mandatory_M_p(r2,M,t,Y)∧generate(t,a)∧authority(r1,r2)∧has_security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2, S,a,Y)∧mandatory_disqualification_M_p(r2,M,t)∧generate(t,a)∧authority(r1,r2)∧has_security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r2,M,t)∧generate(t,a)∧authority (r1,r2)∧has_security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqua lification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r2,M,t)∧generate(t,a)∧authority(r1,r2)∧has_security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧manda tory_M_p(r2,M,t,Y)∧generate(t,a)∧authority(r1,r2)∧has_security_awaren ess(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2, S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧generate(t,a)∧authority(r1,r2)∧has_sec urity_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_M_p(r2,M,t,Y)∧generate(t,a)∧authority(r1,r2)∧has_se curity_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧manda tory_disqualification_M_p(r2,M,t)∧generate(t,a)∧authority(r1,r2)∧has_se curity_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqua lification_S_p(r2,S,a)∧mandatory_M_p(r2,M,t,Y)∧generate(t,a)∧authority(r1,r2)∧has_security_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2,

- S,a,Y)∧mandatory_disqualification_M_p(r2,M,t)∧generate(t,a)∧authority(r1,r2)∧has_security_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r2,M,t)∧generate(t,a)∧authority (r1,r2)∧has_security_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqua lification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r2,M,t)∧generate(t,a)∧authority(r1,r2)∧has_security_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧(mandatory_S_n(r1,S,a,Y)∨mandatory_disqualification_S_n(r1,S,a))∧(mandatory_S_p(r2,S,a,Y)∨mandatory_disqualification_S_p(r2,S, a))∧(mandatory_M_p(r2,M,t,Y)∨mandatory_disqualification_M_p(r2,M,t)) ∧generate(t,a)∧authority(r1,r2)∧has_security_awareness(A2,l)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧manda tory_M_p(r2,M,t,Y)∧generate(t,a)∧ex_cooperation(r1,r2)∧has_security_a wareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h) ∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧mand atory_M_p(r2,M,t,Y)∧generate(t,a)∧ex_cooperation(r1,r2)∧has_security_a wareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l) ∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧mand atory_M_p(r2,M,t,Y)∧generate(t,a)∧ex_cooperation(r1,r2)∧has_security_a wareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h) ∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mand atory_M_p(r2,M,t,Y)∧generate(t,a)∧ex_cooperation(r1,r2)∧has_security_a wareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l) ∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mand atory_M_p(r2,M,t,Y)∧generate(t,a)∧ex_cooperation(r1,r2)∧has_security_a wareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h) ∧mandatory_S_n(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧mandatory_disquali fication_M_p(r2,M,t,Y)∧generate(t,a)∧ex_cooperation(r1,r2)∧has_securit y_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l) ∧mandatory_S_n(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧mandatory_disquali fication_M_p(r2,M,t,Y)∧generate(t,a)∧ex_cooperation(r1,r2)∧has_securit y_awareness(A2,h)

- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqua lification_S_p(r2,S,a)∧mandatory_M_p(r2,M,t,Y)∧generate(t,a)∧ex_coope ration(r1,r2)∧has_security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2, S,a,Y)∧mandatory_disqualification_M_p(r2,M,t)∧generate(t,a)∧ex_cooper ation(r1,r2)∧has_security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r2,M,t)∧generate(t,a)∧ex_coope ration(r1,r2)∧has_security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqua lification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r2,M,t)∧generate(t,a)∧ex_cooperation(r1,r2)∧has_security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h) ∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧manda tory_M_p(r2,M,t,Y)∧generate(t,a)∧ex_cooperation(r1,r2)∧has_security_a wareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h) ∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧mand atory_M_p(r2,M,t,Y)∧generate(t,a)∧ex_cooperation(r1,r2)∧has_security_a wareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l) ∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧mand atory_M_p(r2,M,t,Y)∧generate(t,a)∧ex_cooperation(r1,r2)∧has_security_a wareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h) ∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mand atory_M_p(r2,M,t,Y)∧generate(t,a)∧ex_cooperation(r1,r2)∧has_security_a wareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l) ∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mand atory_M_p(r2,M,t,Y)∧generate(t,a)∧ex_cooperation(r1,r2)∧has_security_a wareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h) ∧mandatory_S_n(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧mandatory_disquali fication_M_p(r2,M,t,Y)∧generate(t,a)∧ex_cooperation(r1,r2)∧has_securit y_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l) ∧mandatory_S_n(r1,S,a,Y)∧mandatory_S_p(r2,S,a,Y)∧mandatory_disquali fication_M_p(r2,M,t,Y)∧generate(t,a)∧ex_cooperation(r1,r2)∧has_securit y_awareness(A2,m)

- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_M_p(r2,M,t,Y)∧generate(t,a)∧ex_cooperation(r1,r2)∧has_security_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_disqualification_M_p(r2,M,t)∧generate(t,a)∧ex_cooperation(r1,r2)∧has_security_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_S_n(r1,S,a,Y)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r2,M,t)∧generate(t,a)∧ex_cooperation(r1,r2)∧has_security_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory_disqualification_S_n(r1,S,a)∧mandatory_disqualification_S_p(r2,S,a)∧mandatory_disqualification_M_p(r2,M,t)∧generate(t,a)∧ex_cooperation(r1,r2)∧has_security_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧(mandatory_S_n(r1,S,a,Y)∨mandatory_disqualification_S_n(r1,S,a))∧(mandatory_S_p(r2,S,a,Y)∨mandatory_disqualification_S_p(r2,S,a))∧(mandatory_M_p(r2,M,t,Y)∨mandatory_disqualification_M_p(r2,M,t))∧generate(t,a)∧ex_cooperation(r1,r2)∧has_security_awareness(A2,l)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧subordinate(r1,r2)∧has_security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧subordinate(r1,r2)∧has_security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_qualification_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧subordinate(r1,r2)∧has_security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_disqualification_M_p(r2,M,t)∧subordinate(r1,r2)∧has_security_awareness(A2,h)
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- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_qualification_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧subordinate(r1,r2)∧has_security_awareness(A2,m)
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- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain_constraint(r1,a)∧mandatory_qualification_S_p(r2,S,a)∧mandatory_qualification_M_p(r2,M,t)∧subordinate(r1,r2)∧has_security_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧(mandatory_S_p(r2,S,a,Y)∨mandatory_qualification_S_p(r2,S,a))∧(mandatory_M_p(r2,M,t,Y)∨mandatory_qualification_M_p(r2,M,t))∧subordinate(r1,r2)∧has_security_awareness(A2,l)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧authority(r1,r2)∧has_security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧authority(r1,r2)∧has_security_awareness(A2,h)
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- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_qualification_S_p(r2,S,a)∧mandatory_qualification_M_p(r2,M,t)∧authority(r1,r2)∧has_security_awareness(A2,h)

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- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧authority(r1,r2)∧has_security_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_qualification_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧authority(r1,r2)∧has_security_awareness(A2,m)
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- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_qualification_S_p(r2,S,a)∧mandatory_qualification_M_p(r2,M,t)∧authority(r1,r2)∧has_security_awareness(A2,m)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧(mandatory_S_p(r2,S,a,Y)∨mandatory_qualification_S_p(r2,S,a))∧(mandatory_M_p(r2,M,t,Y)∨mandatory_qualification_M_p(r2,M,t))∧authority(r1,r2)∧has_security_awareness(A2,l)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧ex_cooperation(r1,r2)∧has_security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_qualification_S_p(r2,S,a)∧mandatory_M_p(r2,M,t,Y)∧ex_cooperation(r1,r2)∧has_security_awareness(A2,h)
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- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain_constraint(r1,a)∧mandatory_disqualification_S_p(r2,S,a,Y)∧mandatory_disqualification_M_p(r2,M,t)∧ex_cooperation(r1,r2)∧has_security_awareness(A2,h)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain_constraint(r1,a)∧mandatory_disqualification_S_p(r2,S,a,Y)∧mandatory_disqualification_M_p(r2,M,t)∧ex_cooperation(r1,r2)∧has_security_awareness(A2,h)

- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧(mandatory_S_p(r2,S,a,Y)∨mandatory_qualification_S_p(r2,S,a))∧(mandatory_M_p(r2,M,t,Y)∨mandatory_qualification_M_p(r2,M,t))∧ex_cooperation(r1,r2)∧(has_security_awareness(A2,l)∨has_security_awareness(A2,m))
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧subordinate(r1,r2)∧has_security_awareness(A2,h)∧trust(A2,r1)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧subordinate(r1,r2)∧has_security_awareness(A2,h)∧trust(A2,r1)
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- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧subordinate(r1,r2)∧has_security_awareness(A2,m)∧trust(A2,r1)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_qualification_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧subordinate(r1,r2)∧has_security_awareness(A2,m)∧trust(A2,r1)
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- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_qualification_S_p(r2,S,a)∧mandatory_qualification_M_p(r2,M,t)∧subordinate(r1,r2)∧has_security_awareness(A2,m)∧trust(A2,r1)

- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧(mandatory_S_p(r2,S,a,Y)∨mandatory_qualification_S_p(r2,S,a))∧(mandatory_M_p(r2,M,t,Y)∨mandatory_qualification_M_p(r2,M,t))∧subordinate(r1,r2)∧has_security_awareness(A2,l)∧trust(A2,r1)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧authority(r1,r2)∧has_security_awareness(A2,h)∧trust(A2,r1)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_qualification_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧authority(r1,r2)∧has_security_awareness(A2,h)∧trust(A2,r1)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_disqualification_M_p(r2,M,t)∧authority(r1,r2)∧has_security_awareness(A2,h)∧trust(A2,r1)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain_constraint(r1,a)∧mandatory_qualification_S_p(r2,S,a)∧mandatory_qualification_M_p(r2,M,t)∧authority(r1,r2)∧has_security_awareness(A2,h)∧trust(A2,r1)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain_constraint(r1,a)∧mandatory_qualification_S_p(r2,S,a)∧mandatory_qualification_M_p(r2,M,t)∧authority(r1,r2)∧has_security_awareness(A2,h)∧trust(A2,r1)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧authority(r1,r2)∧has_security_awareness(A2,m)∧trust(A2,r1)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧authority(r1,r2)∧has_security_awareness(A2,m)∧trust(A2,r1)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_qualification_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧authority(r1,r2)∧has_security_awareness(A2,m)∧trust(A2,r1)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_disqualification_M_p(r2,M,t)∧authority(r1,r2)∧has_security_awareness(A2,m)∧trust(A2,r1)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_qualification_S_p(r2,S,a)∧mandatory_qualification_M_p(r2,M,t)∧authority(r1,r2)∧has_security_awareness(A2,m)∧trust(A2,r1)

- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧(mandatory_S_p(r2,S,a,Y)∨mandatory_qualification_S_p(r2,S,a))∧(mandatory_M_p(r2,M,t,Y)∨mandatory_qualification_M_p(r2,M,t))∧authority(r1,r2)∧has_security_awareness(A2,l)∧trust(A2,r1)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_M_p(r2,M,t,Y)∧ex_cooperation(r1,r2)∧has_security_awareness(A2,h)∧trust(A2,r1)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_qualification_S_p(r2,S,a)∧mandatory_M_p(r2,M,t,Y)∧ex_cooperation(r1,r2)∧has_security_awareness(A2,h)∧trust(A2,r1)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_S_p(r2,S,a,Y)∧mandatory_qualification_M_p(r2,M,t)∧ex_cooperation(r1,r2)∧has_security_awareness(A2,h)∧trust(A2,r1)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧mandatory_disqualification_S_p(r2,S,a,Y)∧mandatory_disqualification_M_p(r2,M,t)∧ex_cooperation(r1,r2)∧has_security_awareness(A2,h)∧trust(A2,r1)
- attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain_constraint(r1,a)∧(mandatory_S_p(r2,S,a,Y)∨mandatory_qualification_S_p(r2,S,a))∧(mandatory_M_p(r2,M,t,Y)∨mandatory_qualification_M_p(r2,M,t))∧ex_cooperation(r1,r2)∧(has_security_awareness(A2,l)∨has_security_awareness(A2,m))∧trust(A2,r1)

Distraction

- attack(distraction,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧ownership(r2,a)∧mandatory_S_n(r1,S,a,Y)∧has_security_awareness(A2,h)
- attack(distraction,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧ownership(r2,a)∧mandatory_disqualification_S_n(r1,S,a)∧has_security_awareness(A2,h)
- attack(distraction,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧ownership(r2,a)∧mandatory_disqualification_S_n(r1,S,a)∧has_security_awareness(A2,h)
- attack(distraction,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧ownership(r2,a)∧mandatory_S_n(r1,S,a,Y)∧has_security_awareness(A2,m)

- attack(distraction,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧ownership(r2,a)∧mandatory_disqualification_S_n(r1,S,a)∧has_security_awareness(A2,m)
- attack(distraction,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧ownership(r2,a)∧mandatory_disqualification_S_n(r1,S,a)∧has_security_awareness(A2,m)
- attack(distraction,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧ownership(r2,a)∧(mandatory_qualification_S_n(r1,S,a)∨mandatory_S_n(r1,S,a,Y))∧has_security_awareness(A2,l)